Tournament Rules

2024 Columbus Day Cup

October 11-13, 2024

Farmington, CT

**Registration and Team Eligibility**

The tournament shall be open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups listed in the “Tournament Rules”, provided such team is in good standing with its youth association

\*Players may NOT play for more than one team in the tournament

**Team Check-In**

Tournament officials shall conduct all credential checks:

- At initial registration

**Guest Players**

All teams will be allowed up to 3 guest players. Guest players should be written in on your roster and player card needs to be provided. If the guest player is from another club, a guest player form must be filled out and submitted.

**Game Durations**

U9-U10 2x25=50

U11-U12 2x30=60

U13-U14 2x35=70

**Max Roster Size**

U9-U10 (12)

U11-U12 (16)

U13-U14 (22)

**Tiebreakers**

In the event of a tie in standings points, division ranking will be decided as follows:

* Head-to-head competition
* Goal differential
* Fewest goals against
* Most goals scored
* Fewest discipline points (1 pt for yellow card, 2 pts for red card)
* Coin Toss

Maximum goals awarded per game for and against is 4.

**Heading Rules**

➢ Deliberate heading is not allowed in age groups U11 and younger

➢ If a U11 or younger player deliberately heads the ball in a game, an indirect free kick should be awarded to the

opposing team from the spot of the offense.

➢ If the deliberate header of a U11 or younger player occurs within the goal area, the indirect free kick should be

taken on the goal line parallel to the goal line at the nearest point to where the infraction occurred.

**Concussions**

If the referee (or assistant referee) believes that, in his/her opinion, a player has suffered a head injury or possible concussion, the match must be stopped IMMEDIATELY. The injured player if able to leave the field on their own must be escorted to their coach and the coach must be told that the player cannot return for the duration of the match. If a trainer is brought onto the field because the player is incapacitated, the referee must still notify the coach that the player cannot return to the game. It is the responsibility of the coach and the player’s parent(s) or legal guardians to seek medical attention. The player may not resume participation until he/she has been cleared by a medical doctor. The Referee HAS NO FURTHER responsibility beyond removing the player from the match in which the player was injured. The referee crew must ensure, that UNDER NO CIRCUMSTANCES or due to the appeal from any coaching staff that the player is allowed to return to the game.

**7v7 rules**

➢ No heading

➢ No punting

➢ We will use build out lines (midfield line will be used if no build out line is painted)

➢ Offside will be called using build out lines (midfield line will be used if no build out line is painted)

➢ 1 referee per game

**Build Out Line**

➢ When the keeper has the ball, the opposing team must retreat behind the build out line

➢ The opposing team may cross the build out line once the ball is in play\*

\*When the keeper releases the ball from his/her hand the ball is in play

\*On goal kicks, the ball is in play once the ball leaves the penalty area

\*Please note that if the keeper releases the ball prior to the opposing team retreating completely behind the

build out line, the opposing team may attack the ball.

**9v9 rules**

No heading for U11 Players

Laws of the Game

All matches must be played in accordance with the FIFA laws of the Game, except as specifically modified in the

Tournament Rules.

➢ LAW 1: Field of Play

U9-U10 (7v7) and U11-U12 (9v9) must play in accordance with the US Youth Soccer Official under 12 & 10

Playing Recommendations.

U13-U19: No change per FIFA “Laws of the Game”

➢ LAW 2: The Ball

U9-U12 Size 4

U13-U14 Size 5

➢ LAW 3: Number of Players

U9-U10 (7) per side

U11-U12 (9) per side

U13-U14 (11) per side

➢ LAW 4: Players Equipment

402.2 Player equipment shall be in accordance with the requirements of the Affiliate and FIFA rules.

Additionally: Orthopedic casts can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgement as to its safety is at the discretion of the referee. It is the policy of FYSA that no player be allowed to wear ANY jewelry while participating in any sanctioned match. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall make the decision as to the safety of the player and the referee’s decision is final. Teams will wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt. The designated home team per the tournament schedule will be required to change jerseys if there is a conflict. In cases where the schedule does not designate a home team the first team listed on the game report will be the considered home team. The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

➢ LAW 5: The Referee

The center referee for all matches must be certified by the Federation.

Referees are required to submit a completed USSF or a tournament specific game report to the Site Director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries. In the event the assigned referees fail to appear, and the assignor and/or Site Director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant.

The game will be played as scheduled and will be deemed official.

Substitutions

Substitutions shall be unlimited, except as noted below. Substitutions may be made only upon proper notification of the referee through the linesman, with the referee’s permission, at the following times:

- Throw ins (non-possession team is permitted to substitute if possession team substitutes

- On goal kicks

- After a goal by either team

- After an injury, by either team, (one for one) when referee stops play

- At the beginning of the second half or overtime periods

The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.

➢ LAW 6: Assistant Referee

Two (2) assistant referees will be used in matches U13 and above. In the event, the assigned assistants(s) fail to appear, the referee must find suitable replacements. The game will be played as scheduled and be deemed official.

\*Note: Kicks from the penalty mark will only be taken in final matches

➢ LAW 8-10:

No change per FIFA “Laws of the Game”

➢ LAW 11: Offside

No change per FIFA “Laws of the Game”

U9-U10 offside will be called using the build out line (midfield line will be used if no build out line is painted)

**Tournament and Match Schedules**

This tournament is designed as follows for all age groups and gender:

- All teams are guaranteed a minimum of 3 scheduled games

- Maximum number of games is 4

- Teams can play up to 2 games per day

**Post-Game Procedures**

Manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

**Control of Sideline Conduct**

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of “Laws of the Game”. The site director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought by any other authority. In addition to good manners, the following rules will apply to all tournaments hosted at Farmington Sports Arena.

The site director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum of three (3) managers/coaches/trainers from each team, with one team occupying one side of the midfield and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines. The tournament director will designate the opposite sideline for the spectators. No one will be allowed behind either end line. The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED

**Conduct and Discipline**

It shall be solely the team’s responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the tournament director of this suspension at the time of the player’s check-in.

Red Card suspension or send off suspensions can only be served with the team with which the suspension was earned in games played by their team. Players MAY NOT serve suspensions as “guest players”.

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of ejection.

A coach who is ejected must leave the park area immediately (out of sight and sound). Failure to comply will result in suspension from the entire event and jeopardize inclusion into future events. Suspended Coaches may be located on the spectator side of the field but may not coach or communicate with the team in any manner; players may sit with the team but may not be in uniform.

Depending on the severity of the unacceptable conduct, the discipline committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate national and State Association, Federation or any other USSF affiliated organization. The discipline committee recommendations will be available to the affected parties no later than before their next scheduled game.

At the conclusion of the tournament, it is the responsibility of the team’s coach or manager to pick up the passes from the tournament Headquarters.